

4. BASIC RESPONSES

Jump raises - minors	Over 1♣ = GF, ♣ and another suit; Over 1♦ = 0-5 points, 5+♦
Jump raises - Majors	0-5 points, 5+ in major
Jump shifts after minor opening	GF, 5+ suit, unbalanced
Jump shifts after Major opening	GF, various 5/5s
Responses to strong 2 suit open.	n/a
Responses to 2NT opening	Puppet Stayman, transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
Discards	Reverse attitude; Reverse count	
Count	Reverse	
Signal on partner's lead:	Low encourage (or rev. count)	
Signal on declarer's lead:	Reverse count	
Notes	We attempt to play the signal that we believe will be most useful to partner	

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	4♣ and 4♦ Minorwood
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430	
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	First or second round controls

7. OTHER CONVENTIONS

Gazilli (1M-1NT-2♣; 1♥-1♠-2♣)	Splinter bids
Fit showing jump responses to our overcalls	

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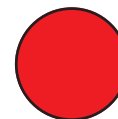
MyRev. 11 May 2021

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	155470	Malcolm Carter
& Names:	29750	Tony Hutton

Basic System: Fantunes

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 14+ points, 2+♣	1♥ 11+ points, 5+♥
1♦ 14+ points, (4)5+♦, unbalanced hand	1♠ 11+ points, 5+♠
1NT 12-14 HP, balanced or semi balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥ 2♠ Transfer to ♣

2♥ Transfer to ♠ 2NT Transfer to ♦

(Dbl) XX = Stayman, other bids = natural other

2♣ 10-13 points, 5+♣, unbalanced

2♦ 10-13 points, 5+♦, unbalanced

2♥ 10-13 points, 5+♥, unbalanced

2♠ 10-13 points, 5+♠, unbalanced

2NT 21-22 HCP, balanced

3NT Specific Ace ask

other

2. PRE-ALERTS

Transfer responses to 1♣

Negative free bids up to 2♠ and over WJO

Mini 2NT majors raise

1 level openings are forcing

3. COMPETITIVE BIDS / OVERCALLS

Doubles Standard takeout doubles;

Negative DBL thru 3♠

Penalty X of overcalls of our opening 2's

Responsive DBL thru 3♠

Jump overcalls Intermediate

Unusual NT Lower suits

1NT overcall: (immediate) 15-18 HCP, with stop

(re-opening) 10-13 HCP

Immediate cue: (minor) 5+/5+♥/♠, weak or strong

(Major) 5+/5+ M/m, weak or strong

Over: Weak Twos X

Opening Threes X

Opponent's transfers X = suit bid, bid of implied suit = takeout

Opponent's 1NT X of strong NT = single suited hand; X of weak NT = penalty

Bid of a suit = that suit + a higher suit

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-11 points, 4+ ♥	2♦ GF, 5+ ♦, unbalanced	3♦ GF, 5+/5+ ♥/♠
1♥ 0-11 points, 4+ ♠	2♥ GF, 5+ ♥, unbalanced	3♥ GF, 5+/5+ ♦/♥
1♠ 0-11 points, no major	2♠ GF, 5+ ♠, unbalanced	3♠ GF, 5+/5+ ♦/♠
1NT GF, balanced	2NT GF, 5M, balanced	3NT n/a
2♣ GF, 5+ ♣, unbalanced	3♣ GF, 5+/5+ with ♣	4♣ Minorwood
other		
1♦ 1♥ 0-9 points, 4+ ♥	2♥ GF, 5+ ♥, unbalanced	3♥ GF, 5+/5+ ♣/♥
1♠ 0-9 points, 4+ ♠	2♠ GF, 5+ ♠, unbalanced	3♠ GF, 5+/5+ ♣/♠
1NT 0-9 points, no major	2NT GF, 5M, balanced	3NT n/a
2♣ GF, ♣, or ♦, or bal	3♣ GF, 5+/5+ ♥/♠	4♣ Splinter
2♦ 0-5 points, 5+♠ & 4+H	3♦ 0-5 points, 5+ ♦	4♦ Minorwood
other		
1♥ 1♠ 0-9 points, 4+ ♠	2♥ 3-6 points, 3+ ♥	3♦ GF, 5+/5+ ♦/♠
1NT 0-9 points, natural	2♠ GF, 5+ ♠	3♥ 0-5 points, 5+ ♥
2♣ 10+ points, enquiry	2NT 5-11 points, 3+ ♥	3♠ GF, 5+/5+ ♣/♦
2♦ GF, 5+ ♦	3♣ GF, 5+/5+ ♣/♠	3NT ♥KQxxxx + side sglton
other		
1♠ 1NT 0-9 points, natural	2♠ 3-6 points, 3+ ♠	3♥ GF, 5/5+, ♣/♦
2♣ 10+ points, enquiry	2NT 5-11 points, 3+ ♠	3♠ 0-5 points, 5+ ♠
2♦ GF, 5+ ♦	3♣ GF, 5+/5+ ♣/♥	3NT ♠KQxxxx + side sglton
2♥ GF, 5+ ♥	3♦ GF, 5+/5+ ♦/♥	4♣ Splinter
other		
1NT 3♣ Asks for 5 card major	3♠ 6+ ♠, slam try	4♦ Minorwood
3♦ 6+ ♦, slam try	3NT To play	4♥ To play
3♥ 6+ ♥, slam try	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Relay, inv or better	2NT 5+/5+ ♥/♠, inv or better	3♥ 5+ ♥, invitational
2♥ 5+ ♥, to play	3♣ To play	3♠ 5+ ♠, invitational
2♠ 5+ ♠, to play	3♦ 6+ ♦, invitational	3NT To play
other		
2♦ 2♥ Relay, inv or better	3♣ 5+ ♣, invitational	3♠ 6+ ♠, invitational
2♠ 5+/5+ ♥/♠, inv or better	3♦ To play	3NT To play
2NT Puppet to 3♣	3♥ 6+ ♥, invitational	4♣ Splinter
other		

Notes

2♥ 2♠ Relay, inv or better	3♦ 6+ ♦, invitational	3NT To play
2NT 5+ ♠, inv or better	3♥ To play	4♣ Splinter
3♣ 6+ ♣, invitational	3♠ Splinter	4♥ Splinter
other		
2♠ 2NT Relay, inv or better	3♥ 6+ ♣, invitational	4♣ Splinter
3♣ 5+ ♥, inv or better	3♠ To play	4♥ Splinter
3♦ 6+ ♦, invitational	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ 5/4 ♠/♥	4♦ Minorwood
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Minorwood	4♠ To play
other		

9. CONVENTIONS

Unusual NT: 5+/5+, lower suits, weak or strong

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening Natural

Defence to Opening Twos X = takeout; 2NT = 15-18 HCP

Multi 2♦ X = ♦, 2NT = minors, 2M = takeout with shortage in suit bid

RCO style 2-s Suit = takeout with shortage in suit bid

Other 2-s

Defence (1♣) X = takeout to majors, 1NT = takeout to minors, weak jump overcalls
to
strong (2♣) X of artificial suits = overcall in that suit
1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After X of a weak 2

Take out of 4 level pre-empts 4♣/4♦ X = general values, 4NT = two places to play

4♥ X, 4NT as over 4m 4♠ X, 4NT as over 4m

10. OTHER NOTES
